

**CLAIMS**

1. A gaming cloth comprising a cloth with a playing surface having a design printed thereon; characterised in that at least 30% of the area of the playing surface is printed with a camouflage design as defined by the function  $\Delta E_2 < k \Delta E_1$ , where  $\Delta E_1$  is a measure of the complexity of the design as defined herein,  $\Delta E_2$  is a measure of the colour contrast of the design with respect to the base colour of the cloth as defined herein, and  $k$  is a constant with a value in the range 0 to 5.
2. A gaming cloth according to claim 1, wherein the constant  $k$  has a value in the range 0 to 3 and preferably 0 to 2.
3. A gaming cloth according to claim 1 or claim 2, wherein the camouflage design is further defined by a colour complexity value  $\Delta E_1$  of 15 or more, preferably 20 or more.
4. A gaming cloth according to any preceding claim, wherein a camouflage design is printed on at least 60%, and preferably at least 90%, of the area of the playing surface.
5. A gaming cloth according to any preceding claim, wherein a camouflage design is printed on all high wear areas of the playing surface.
6. A gaming cloth according to any preceding claim, wherein the cloth is a wool or wool blend fabric, containing at least 60%, preferably at least 70%, and more preferably at least 90% wool.
7. A gaming cloth according to any preceding claim, wherein the cloth is a woven felted fabric.
8. A gaming cloth according to any one of claims 1 to 6, wherein the cloth is a non-woven felted fabric.
9. A gaming cloth according to any one of claims 1 to 6, wherein the cloth is a worsted fabric.
10. A gaming cloth according to any preceding claim, wherein the cloth is printed with dyes or inks applied to the surface of the base cloth.

11. A gaming cloth according to any preceding claim, wherein the cloth is printed with a colouring agent selected from a group containing reactive dyes, acid dyes, pigments and mixtures thereof.
12. A gaming cloth according to claim 11, wherein the cloth is printed with acid dyes.
13. A gaming cloth according to any preceding claim, wherein the cloth is printed by inkjet printing.
14. A gaming table having a gaming cloth as defined by any one of the preceding claims.
15. A method of printing a gaming cloth comprising a base cloth with a playing surface; characterised in that at least 30% of the area of the playing surface is printed with a camouflage design as defined by the function  $\Delta E_2 < k \Delta E_1$ , where  $\Delta E_1$  is a measure of the complexity of the design as defined herein,  $\Delta E_2$  is a measure of the colour contrast of the design with respect to the base colour of the cloth as defined herein, and k is a constant with a value in the range 0 to 5.
16. A method according to claim 15, wherein the constant k has a value in the range 0 to 3 and preferably 0 to 2.
17. A method according to claim 15 or claim 16, wherein the camouflage design is further defined by a colour complexity value  $\Delta E_1$  of 15 or more, preferably 20 or more.
18. A method according to any one of claims 15 to 17, wherein a camouflage design is printed on at least 60%, and preferably at least 90%, of the area of the playing surface.
19. A method according to any one of claims 15 to 18, wherein a camouflage design is printed on all high wear areas of the playing surface.
20. A method according to any one of claims 15 to 19, wherein the cloth is a wool or wool blend fabric, containing at least 60%, preferably at least 70%, and more preferably at least 90% wool.
21. A method according to any one of claims 15 to 20, wherein the cloth is a woven felted fabric.
22. A method according to any one of claims 15 to 20, wherein the cloth is a non-woven felted fabric.

23. A method according to any one of claims 15 to 20, wherein the cloth is a worsted fabric.
24. A method according to any one of claims 15 to 23, wherein the cloth is printed with dyes or inks applied to the surface of the base cloth.
25. A method according to any one of claims 15 to 24, wherein the cloth is printed with a colouring agent selected from a group containing reactive dyes, acid dyes, pigments and mixtures thereof.
26. A method according to claim 25, wherein the cloth is printed with acid dyes.
27. A method according to any one of claims 15 to 26, wherein the cloth is printed by inkjet printing.
28. A gaming cloth printing method comprising designing the pattern to be applied such that there are substantially no areas of plain colour more than 150mm diameter in substantially all locations on the table which sustain high levels of damage as hereinbefore defined.
29. A method according to claim 28, in which at least two further colours are found within a 10mm radius of substantially any spot of a colour in substantially all areas of the cloth in locations that suffer from high levels of damage as hereinbefore defined.
30. A method according to claim 28 or claim 29 wherein at least one further shade of a colour is found within a 10mm radius of substantially any spot of colour in substantially all areas of the cloth in locations that suffer from damage to a low extent as hereinbefore defined.